

Havens & Hells

TRAVELS

by Wilkrud Gast

SESSION 0



PCS

Morgana Devonshier (August)

Franco Swashbuckler (Cal)

Potpie Knight (Arnman)

Arnie Wizzard (Arnman)

Wilkrud Gast Gnome Thief (Captain Joy)

Jak Scout (elaxter)

Abigail "Abby" (exalter)

Svannih Calayay Barbarian (Logan005)

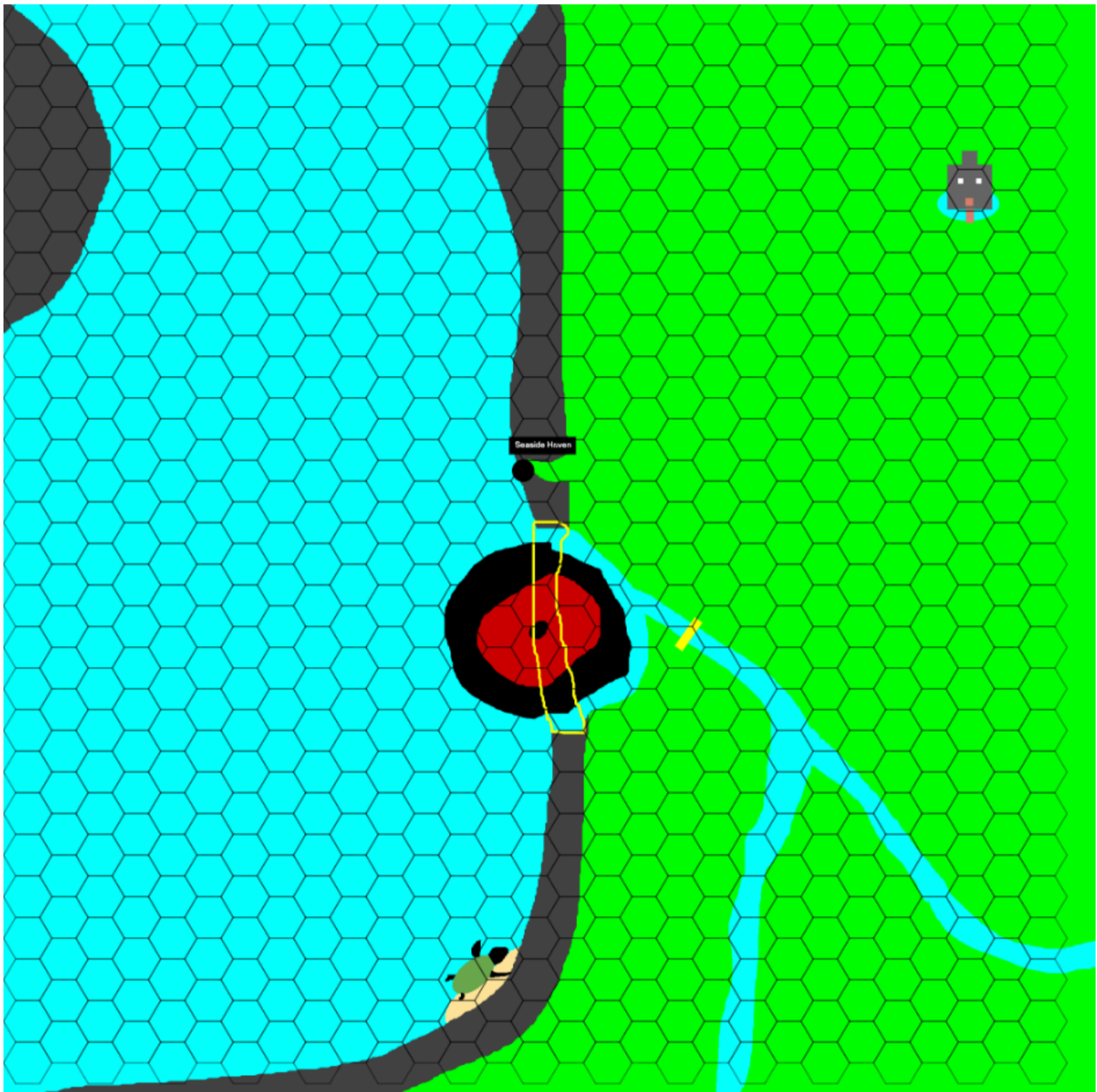
Jack Fanning Musketier (SandeepHC)

Diego Esquivar Swashbuckler (Cal) - MIA

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[Friday, February 21, 2020]

SESSION 1.1



LEAVING THE HAVEN

The elders want us to get some nice stuff that Turtle people have scavenged from a coastal region. **Marganan Devonshire** suggests we avoid the volcano bridge and take a longer path through the the plains.

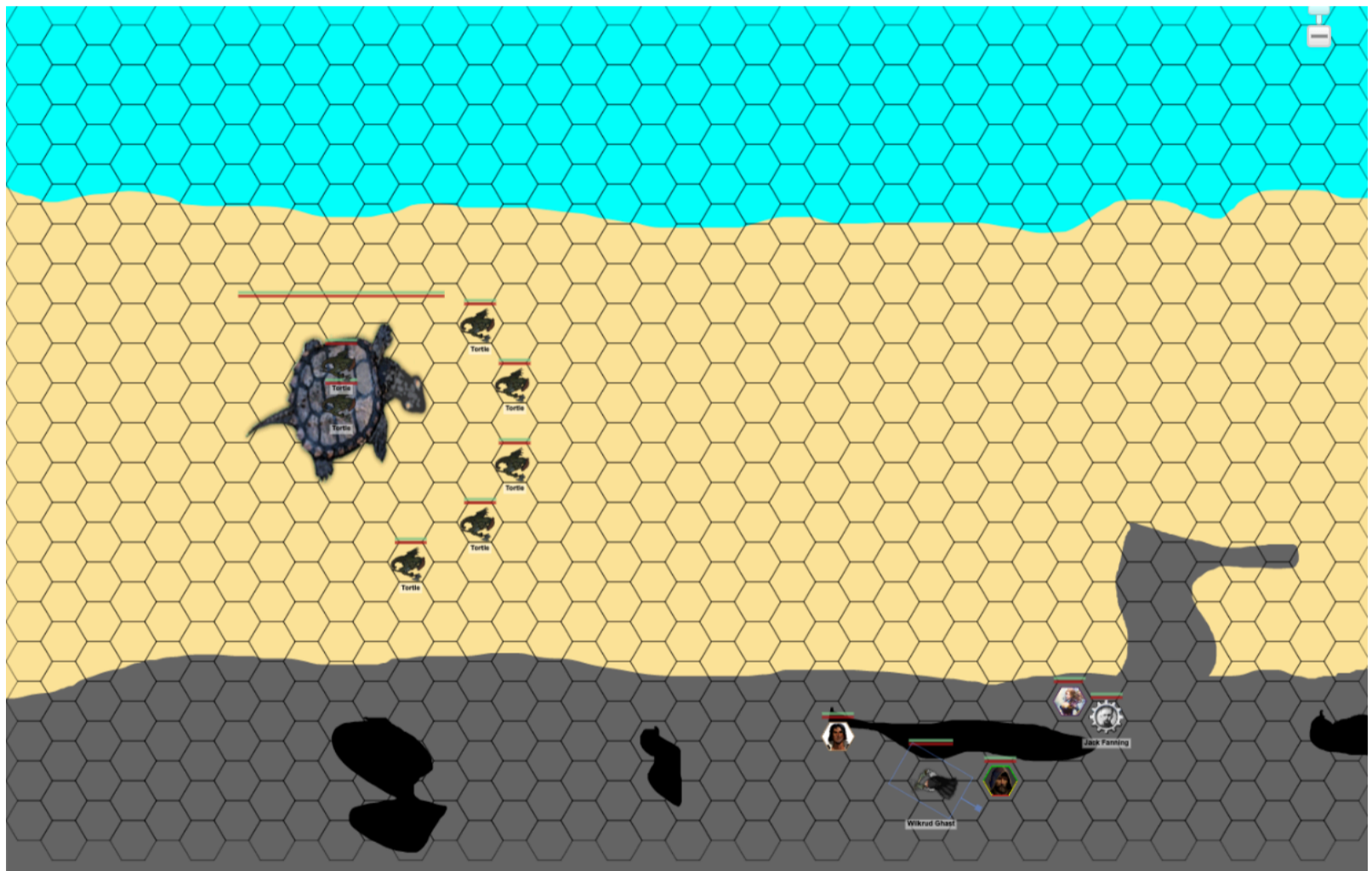
Morgana gets us a wheelbarrow from an elder to help us get all the stuff we're about to take from the Turtle's back home.

TRAVEL

We get most of the way to where the Turtle people's boat is, before making camp for the night.

In the morning, we think we're about a mile away but we have to climb a 650' mountain wall between us. Diego and Bill climb the cliff wall first, then the rest of us follow. Marganan bangs herself up bit; she a weak climber.

There is a bit of a ramp that we can take down the other side. We stealthily make our way down.



TORTLES ON THE BEACH

I'm shot—a nasty wound—but I'm still in the fight. I drop a few of them with bodkin point bolts; although a few times my bolts bounced right off their shells. Diego springs into action and takes the brunt of their attack, and also dispatches a few of them. Morgana heels me and Diego up a bit after the fight, enough at least that I won't slow the party down as we make our way back.

Diego finds a bag of sea herbs, some sea muscles, and some pretty shells. I find 2 seagull vials with a 2 doses of purplish liquid, 2 crossbows, 8 harpoons, 4 hatchets. I think that purplish liquid is a paralytic poison. Also, Turtle shells make good armor. All told, we find:

8 harpoons

4 hatchets

2 crossbows

2 hip quivers

15 bodkin quarrels

1 satchel of pretty shells

1 satchel of various sea herbs

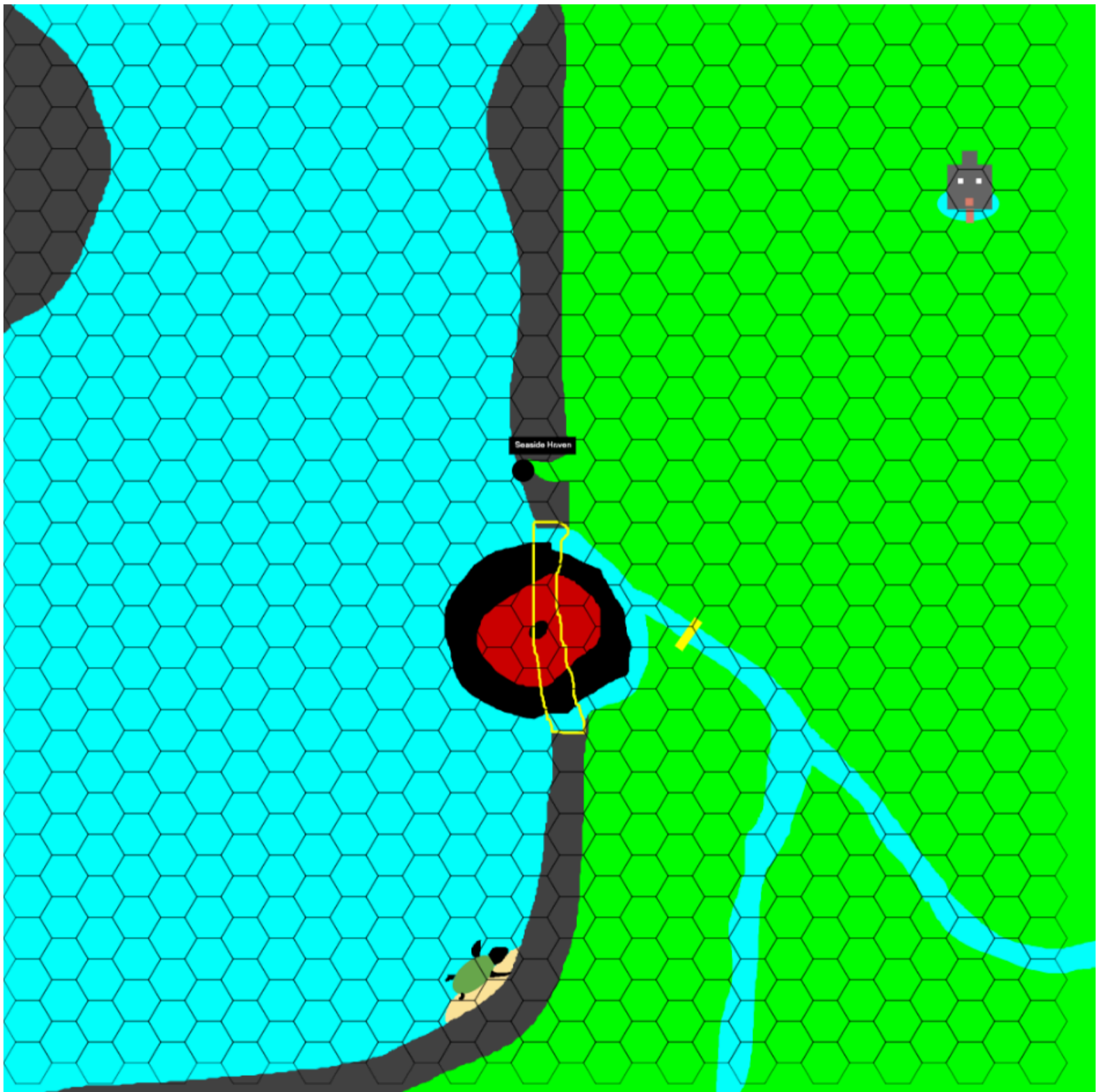
1 satchel of sea glass

2 vials of a purplish liquid (paralytic each vial is 2 doses)

1 cp (can be banked or spent on any skill we used today)

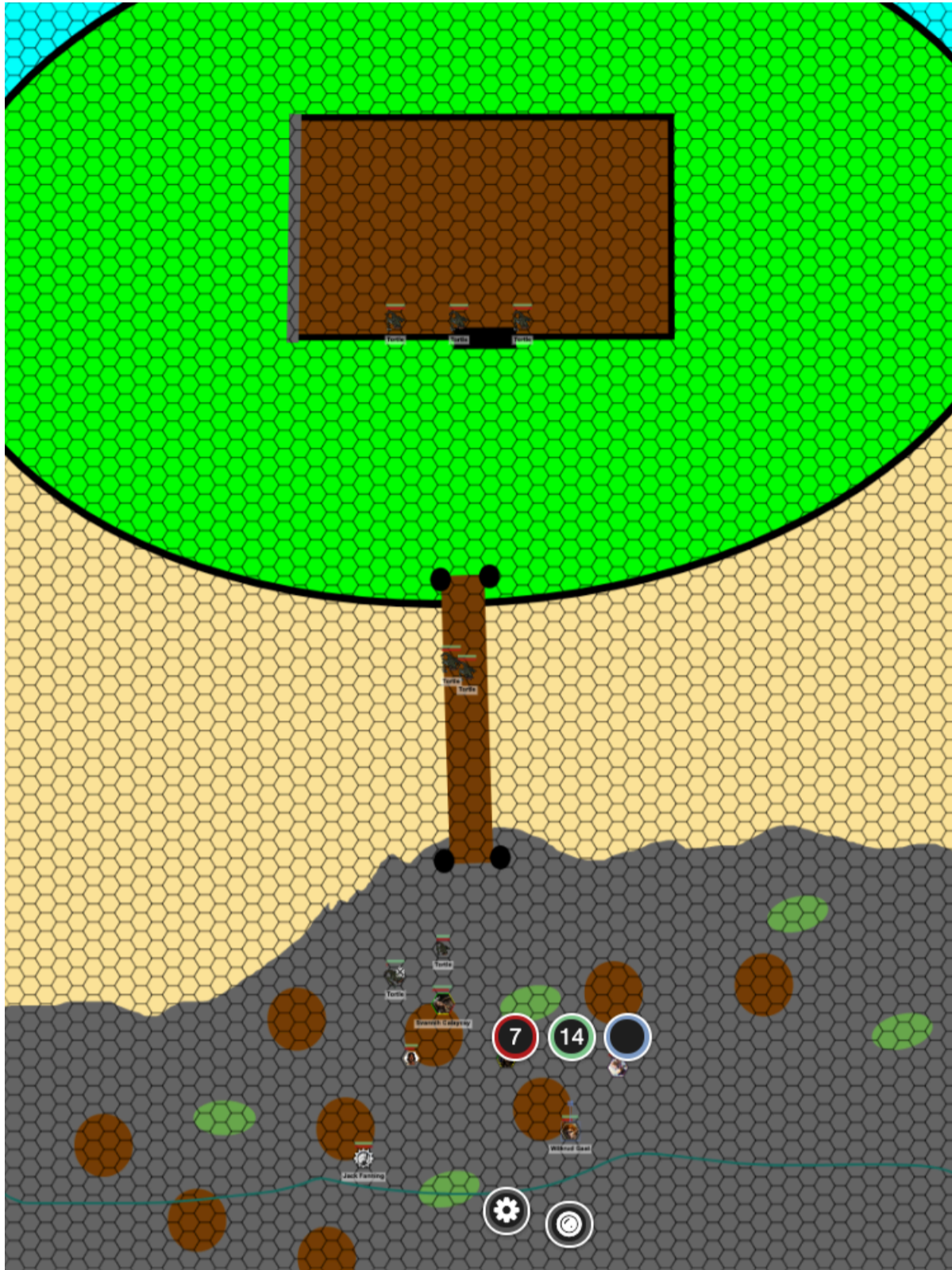
[Friday, February 28, 2020]

SESSION 1.2



TORTLE SHIP

Hey, there is the Turtle ship further down the beach. There is also another troop of turtles in the opposite direction. We climb onto the mountain ridge so we can get to the Turtle ship.



There are 4 turtles guarding the bridge. They are dispatched.

After a few trapped and locked doors, we engage the turtles once again. I begin by shooting through a hole in the ceiling where the giant steering wheel is. I drop one turtle then run down the stairs to doing the others. Diego takes a bad hit from someone shooting through arrow slits. He collapses! Eventually, all the turtles are either fled or are dead.

There are about half a dozen chest. This is 130 lbs. of light-weight valuable goods, 90 lbs. of ore including magical steel, and 200 lbs. of turtle shells.

We get back home without problems.

7 cp (we're back in Haven so spend away)

[Friday, March 6, 2020]

SESSION 2.1



SEASIDE HAVEN

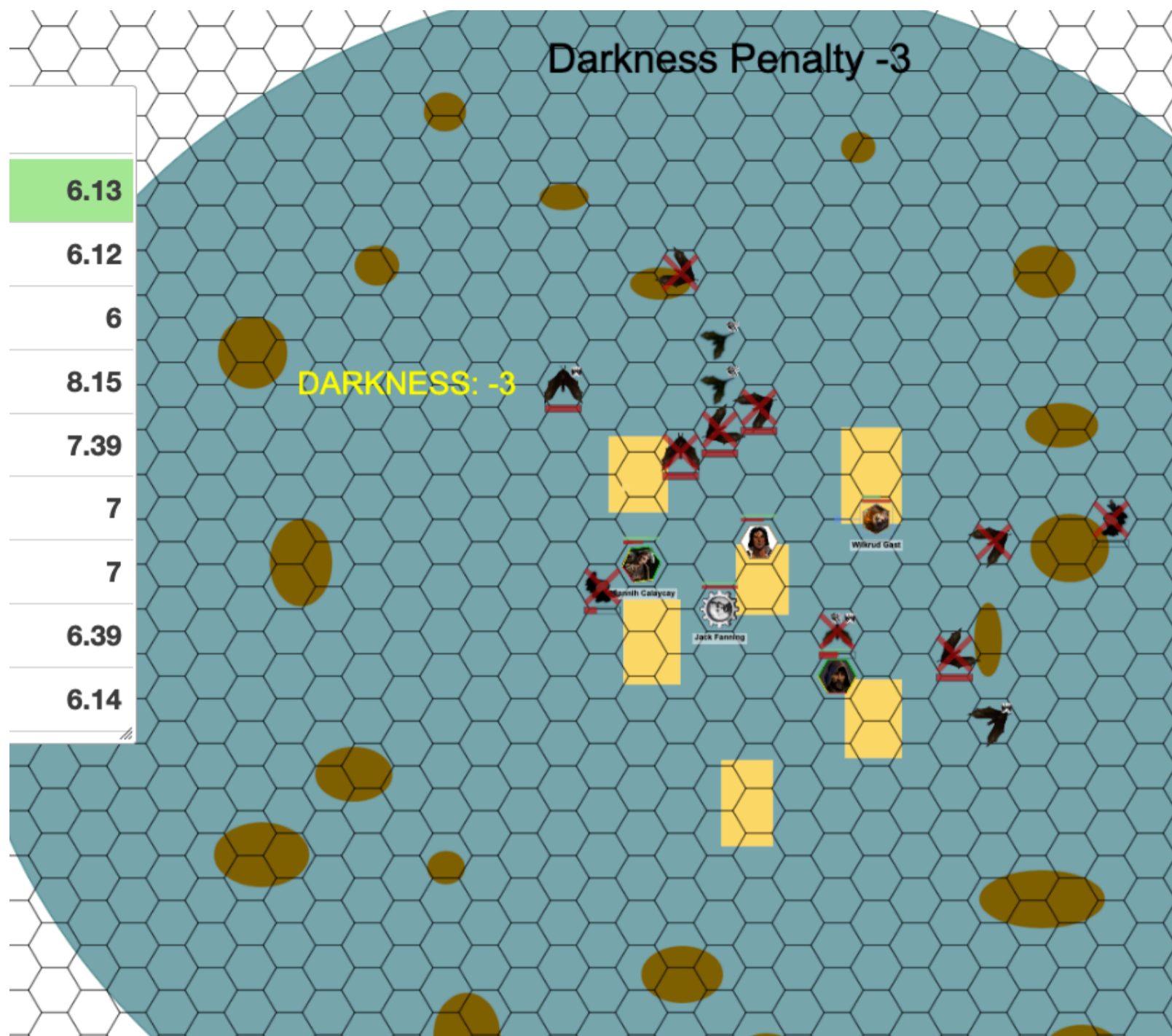
The elders are pleased with our haul. They give me a piece of Light Plate with the -25% Lighten enchantment. We spend about 3 weeks resting and training.

The don't have a job for us, we vote and decide to a castle: there's a wall, a mote, too many bats, and it's surrounded by darkness. Diego negotiates for us each a Minor Healing Potion. We also bring a ladder, giving the wall and mote.

The green area is a rolling prairie with copses of trees. The grass is about calf-high. There are occasion mounds; mole-men might dwell in them. There are wild bulls about, possible with minotaurs. And not just any minotaurs: evil black hell minotaurs.

PRAIRIE ON THE WAY TO THE CASTLE

We set up camp in a comfortable concealed spot. In the middle of the night, during my watch, I hear a screeching, I wake up William, the scout.



We take some damage, especially Morgana, but we manage to kill about half a dozen minor vampires and their attendant swarms of bats.

I pack a bunch of vampire guts (they have alchemical value) into my tent so the sun won't turn them to ash in the morning. On the way back I'll get someone to carry the vampire guts back to a Haven.

1 cp (can be banked or spent on any skill we used today)

[Friday, March 13, 2020]

SESSION 2.2

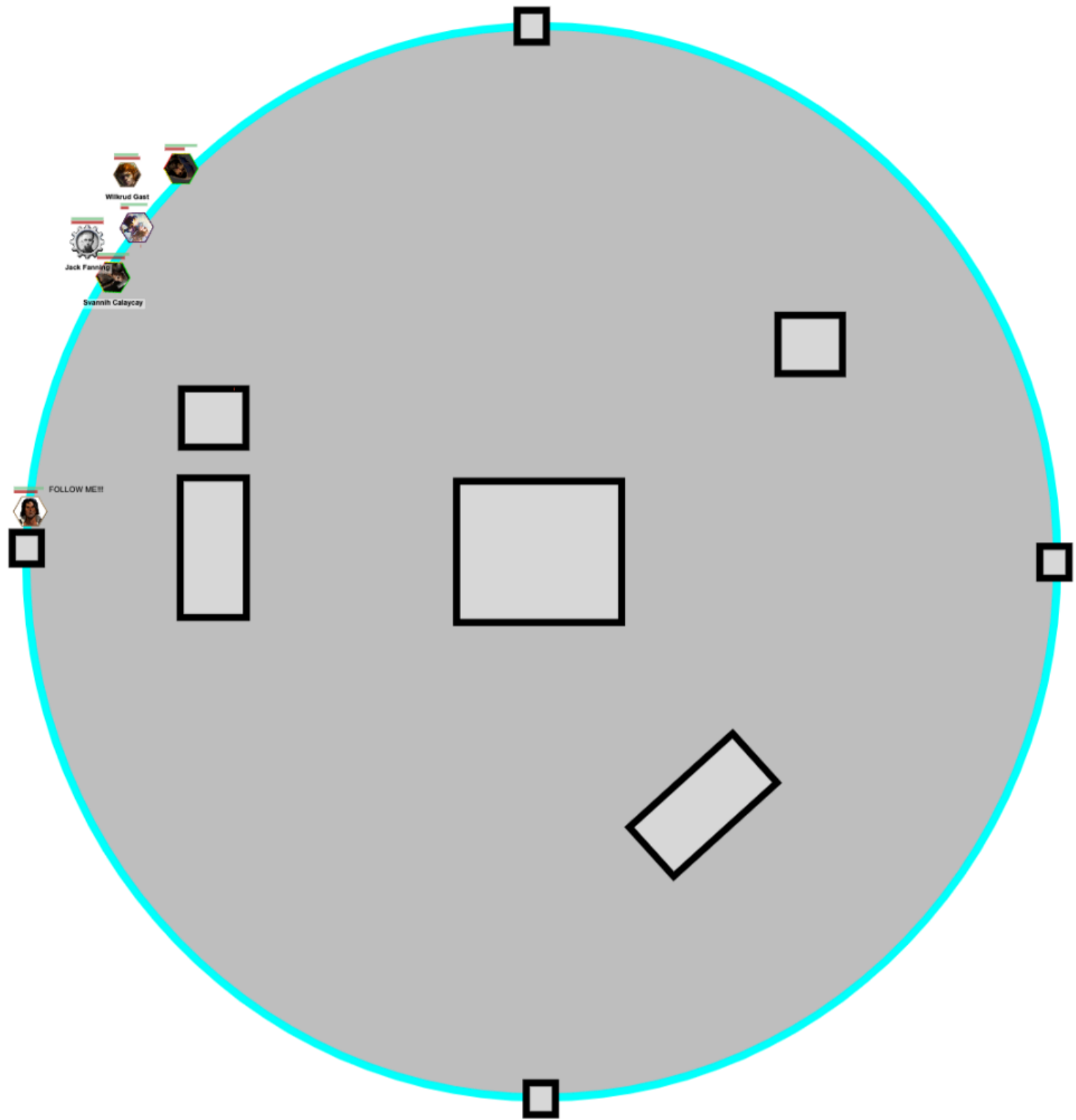


HEADING TOWARD THE CASTLE

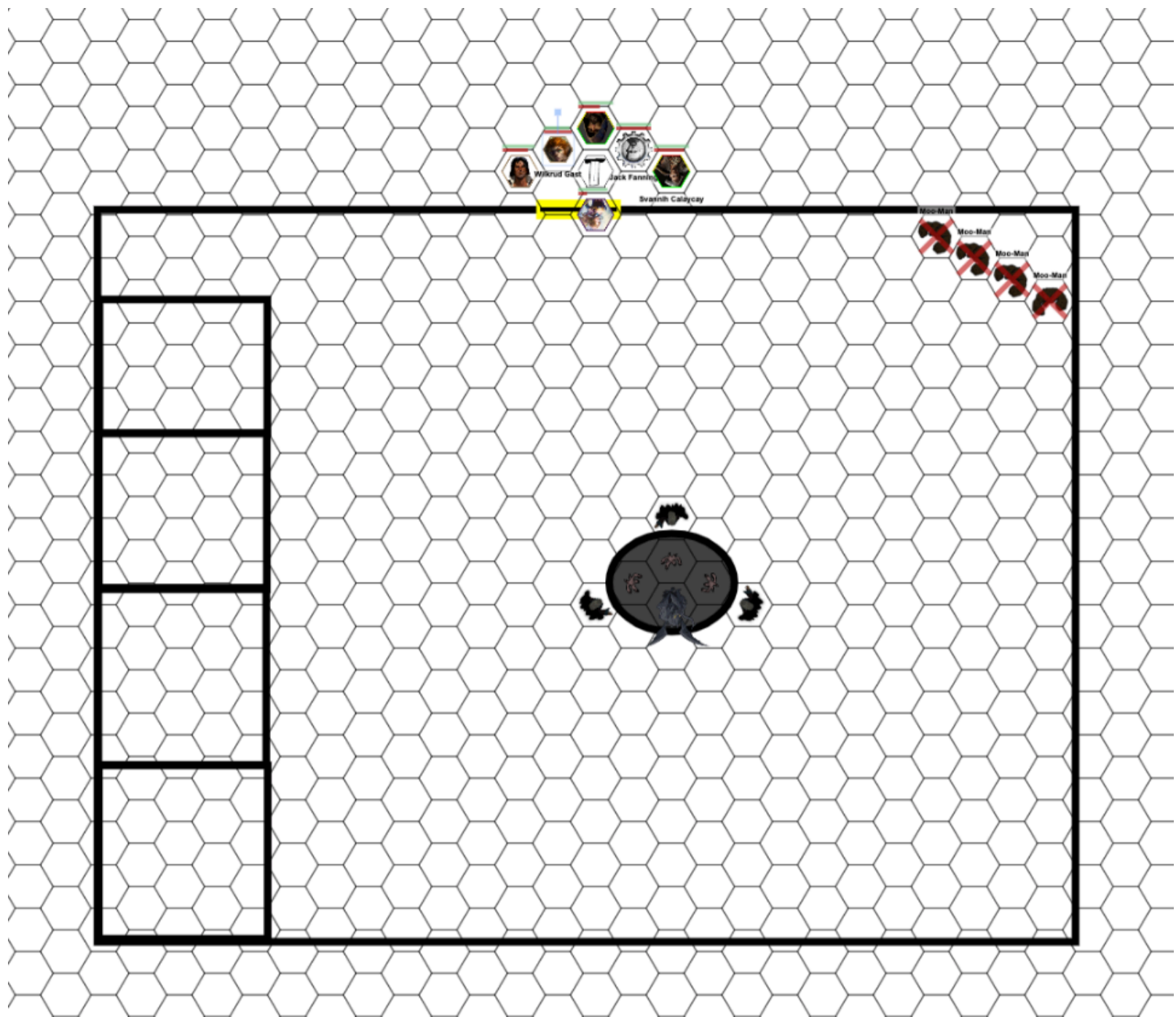
I slept fitfully (-1 FP due to missed sleep). Morgana is in a bad way. I worry she won't make it through another melee.

We get to the gloom surrounding. William, Jack, and I scout ahead. The walls are intact, but crumbling. The mote is 20 feet wide. We walk the perimeter. The drawbridge is down. We decide the best way is a grate with 6 bars in the wall that allows the river water to pass.

Eventually, we realize that we can use the 30-foot ladder to cross the mote and wall anywhere we want. I spot a region where nobody is watching and we all use the ladder to get on the wall.



The West buildings are a stable and stable-hand building. They are in disrepair. We approach the northwest building (although we suspect the biggest prize will be in the center building).



Diego takes the worst of it, actually going down, but not after keeping a spell casting vampire on his heels. Svannih eventually deals the killing blow. The dark globe that was growing in the one of the vampires hands falls to the ground with him. The glowing red eyes of the stone gargoyle dim. In the end, we bested a Minor Vampire, a Vampire Knight, and a Vampire Mage; some kind of magically animated(?) gargoyle; and 3 hair-pulling, flying, gremlins.

Morgana administers her wonderful healing ministrations on all the wounded. William gets to work making sure we'll in a defensible posture while we're all resting and healing up. Jack tries to get some information from 4 Minotaurs that are chained up, clinging to life, with neck wounds. I'm looking forward to casting Seek Secrets before he leave this place. We've already found a magic rosary, magic sword (Diego has it), the rubies in the gargoyle's eyes are magic.

1 cp (can be banked or spent on any skill we used today)

[Friday, March 20, 2020]

SESSION 2.3



HEADING BACK TO HAVEN

I cast a See Secrets spell inside the stable building but don't notice anything. We make our way back with:

- Enchanted longsword named "Leech" – anyone hit who fails a HT roll loses 1d FP
- Medium plate torso, groin, neck armor – no special effects, but no has cuts and holes in it
- Silver rosary – protection from fire attacks: 2DR vs burn damage
- Black wand - wand of fireball (fire is black though), uses your FP (will NOT draw from a power item) as per the Fireball spell
- Eye sized rubies – would be good for someone's power item

Nothing is easy in Hell and we are seen when we're on the wall. Momma and Diego descend down that ladder first—they're on the outside of the wall. William and Jack take some shots while Svannih and I climb down the ladder. Finally, William and Jack climb down the ladder, with four vampires hot on their heels. With Svannih carrying Momma, we manage to get away without having to engage them.

We get back to town

2 cp (can be banked or spent on any skill we used today)

BACK AT HAVEN

The elders give each of us \$2100 in consumables.

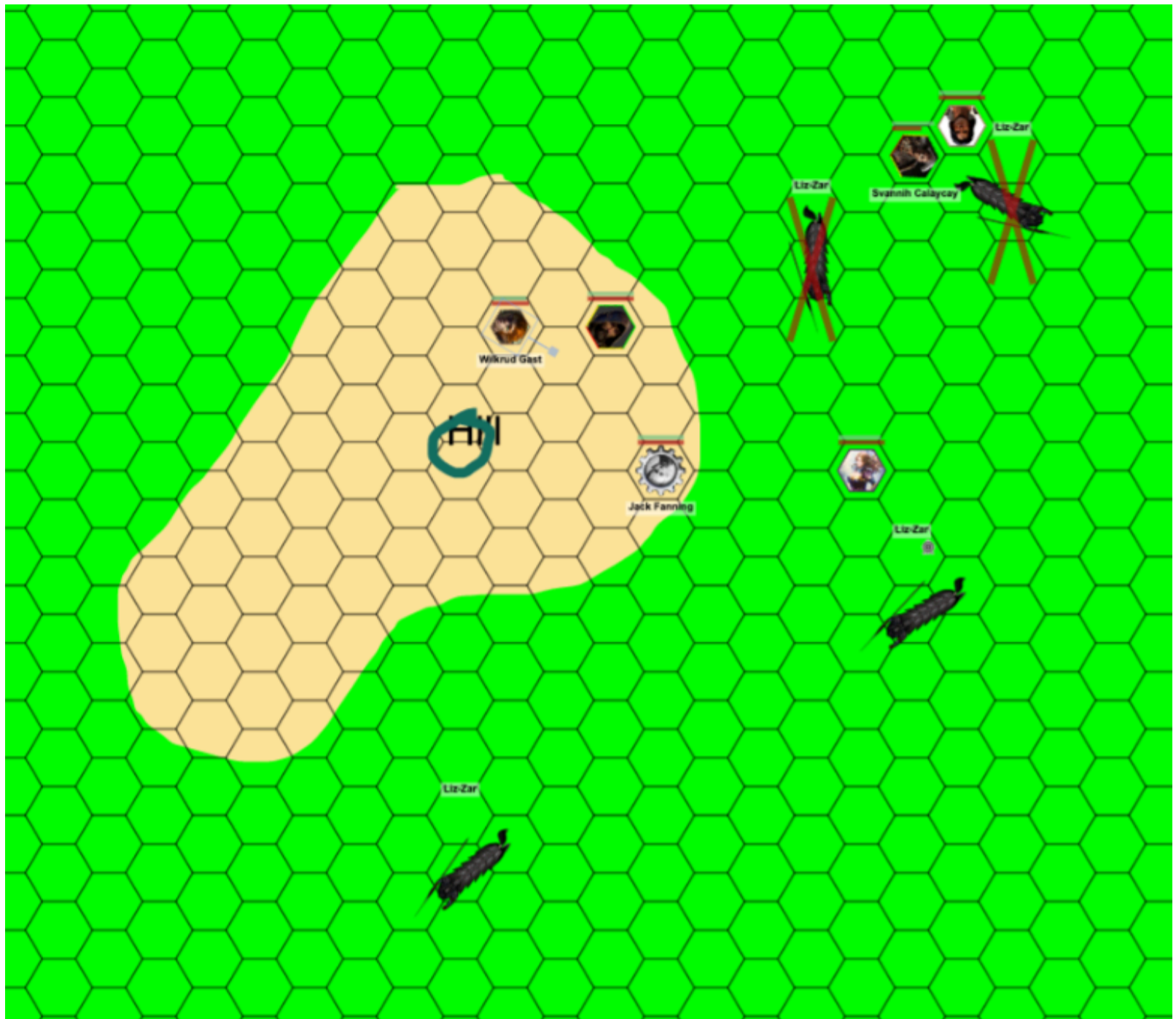
POTIONS (DF1, P. 29)

Potion	#	\$ each	# each	\$ total	# total	Notes
Agility	0	\$700.00	0.5	\$0.00	0.0	+1d DX for 1 hour
Alchemical Antidote	0	\$400.00	0.5	\$0.00	0.0	negates all potions
Balm of Regeneration	0	\$900.00	0.5	\$0.00	0.0	2 HP at cost of 1 FP
Great Healing	0	\$1000.00	0.5	\$0.00	0.0	4d HP
Major Healing	0	\$350.00	0.5	\$0.00	0.0	2d HP
Minor Healing	3	\$120.00	0.5	\$360.00	1.5	1d HP
Paut	3	\$135.00	0.5	\$405.00	1.5	4 FP depleted for <i>magic</i>
Speed	1	\$550.00	0.5	\$550.00	0.5	+1 BS and Move for 3dx4 minutes
Universal Antidote	1	\$750.00	0.5	\$750.00	0.5	instantly cures all poisons
Wisdom	0	\$1500.00	0.5	\$0.00	0.0	+1 IQ for 1 hour
				\$2065.00	4.0	

They want us to deliver a letter to a nearby haven. It will be about a 5 to 7 day hike to the river, then another day past the river. Actually, I'm slowed by taking my own food, so 11 day, 33 rations.

ON THE WAY TO A HAVEN TO THE EAST

The first 3 days are uneventful. On the 4th day, we're traveling through an area with more hills than usual. William hears foot stamping: 4 "centaurs" will spears and armor that makes them look like insects come stampeding toward us. More accurately, they have horselike bodies, but instead of a human torso and head they have insectoid body. We call them Liz-Zar.



We kill them all. They don't have anything on them of value, and they have no alchemical value either.

1 cp (can be banked or spent on any skill we used today)

[Friday, March 27, 2020]

SESSION 2.4



OUR JOURNEY EAST CONTINUES

Seven days have passed. We are no more than a day from the bridge. We're expecting a large stone bridge. The Desert Haven should be another day past the bridge.

12 GIANT FIRE WOLVES

There are 12 big (SM+1) wolves with red tinged bristly fur and horns occupying the bridge. We see them before they see us; we're about 300 yards out. The wolves are bad news. The bigger they are the nastier they get. They can breathe fire. They hang around bodies of water so they can cool down.

Several arrows, 9 of my bolts, and a few shots from Jack's boom-stick and 12 fire wolves become 9 fire wolves. William and Svannih are wounded severely: the wolves worrying

them in their massive maws. But, we all do our fair share of damage, including Morgana who mind controlled one into attacking it's fellow wolves.

Morgana works her healing magic, several healing potions are quaffed. (William brought a couple dozen, I think.)

THE BRIDGE: AN ETON AND A STONEY GIANT

The Eton has two heads and a big club. The giant stoney thing has a mace.

SWAMPBUTT: Balrog, what is this?

BALROG: I don't know, Swampbutt.

Jack knows their language (Chaotic—some demon language I think?). They admire Diego, William, and Jack's things. Diego advises Jack to insult their mother. And it's on.

William sends an arrow into each Eton head's eye. Svannih cuts off both the stone giant's hands. Diego takes a massive hit from the eaton's club and is reeling. Jack digs a healing potion out of Diego's backpack and gives it to him.

The giant beings rendered relatively harmless, we—with Svannih assisting Morgana—make it across the bridge.

The next day, we're at the haven. And good thing to because a few of us were out of food.

5 cp (can be banked or spent on any skill we used today)

[Friday, April 24, 2020]

SESSION 3.1

DESERT HAVEN

We can't decide what to do next. The elder here wants us to check out these reoccurring "booms!" that have been coming from spooky mirage off to the East.

We are warned about giant tunneling sand worms. They are drawn to ore deposits. We're told if we get chance to use the worm tunnels going where we want to go, take it.

We'll be trekking through desert, so we load up on water (1 quart canteen) and rations (x48).

William the scout does an excellent job getting us to the first oasis. We're walking along some nice hard-packed sand late in the evening (-3 darkness) when...

3 SAND WURMS

We drop our packs and ready weapons. I ready my crossbow and slap an Infravision spell on Diego. Jack gets bit and thrown at me by one of the giant beasts. After we kill them all, we get Jack healed up and William and Diego cut out two heated sacks containing acid out of them. (We lost one of the sacks cutting into the Wurm.)

We hike another hour and sleep at a nice oasis. So ends our first day in the desert.

DAY 2 IN THE DESERT

This afternoon, when we're about 3 miles from the edge of the mirage-haze, the breeze picks up. Diego sees a flat area, indicative that a Sand Wurm tunnel is close to the surface. We find an entrance and take shelter as the sand storm screams above us.

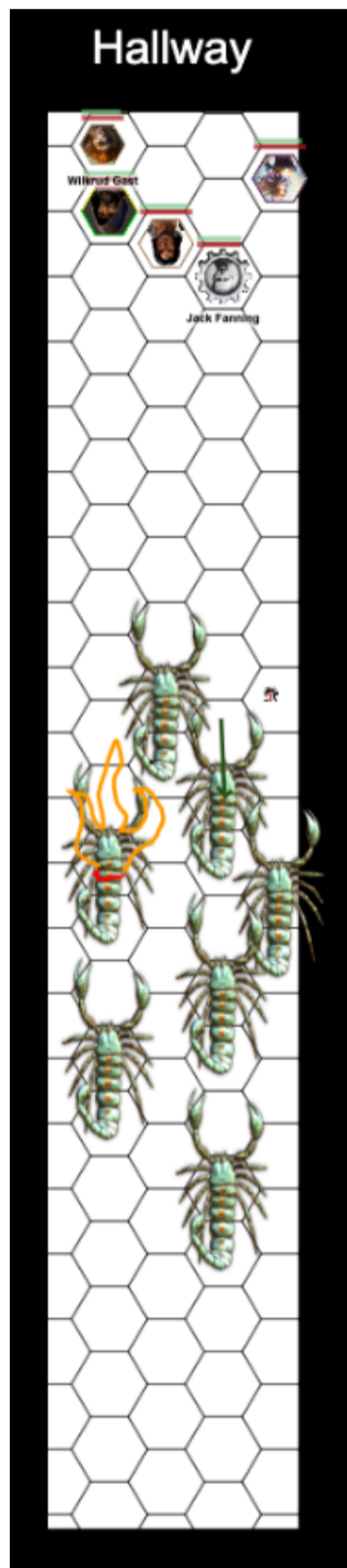
Diego hands me a glow vial. The tunnel heads down at about a 45° angle, till we're about 4 yards underground. The tunnel heads generally SW about 4.5 miles. There are smaller branch tunnels, but they head mostly down.

We suspect we are into the Spooky Mirage, and our compass starts spinning. It then stops and points at a small tunnel off-shot. This has to mean something. Diego sets up his climbing gear and down we slide – into a room. We find what we assume are Wurm eggs, hidden under rocks. A tunnel from that room leads to what sounds like acid burning rock. Diego and I decide it's time to head back to the group.

The tunnel branches and Morgana thinks we should take the left fork. We're concerned about running out of water.

[Friday, May 1, 2020]

SESSION 3.2



DISCO BALL / MAP ROOM

SCORPIONS IN THE WURM TUNNELS

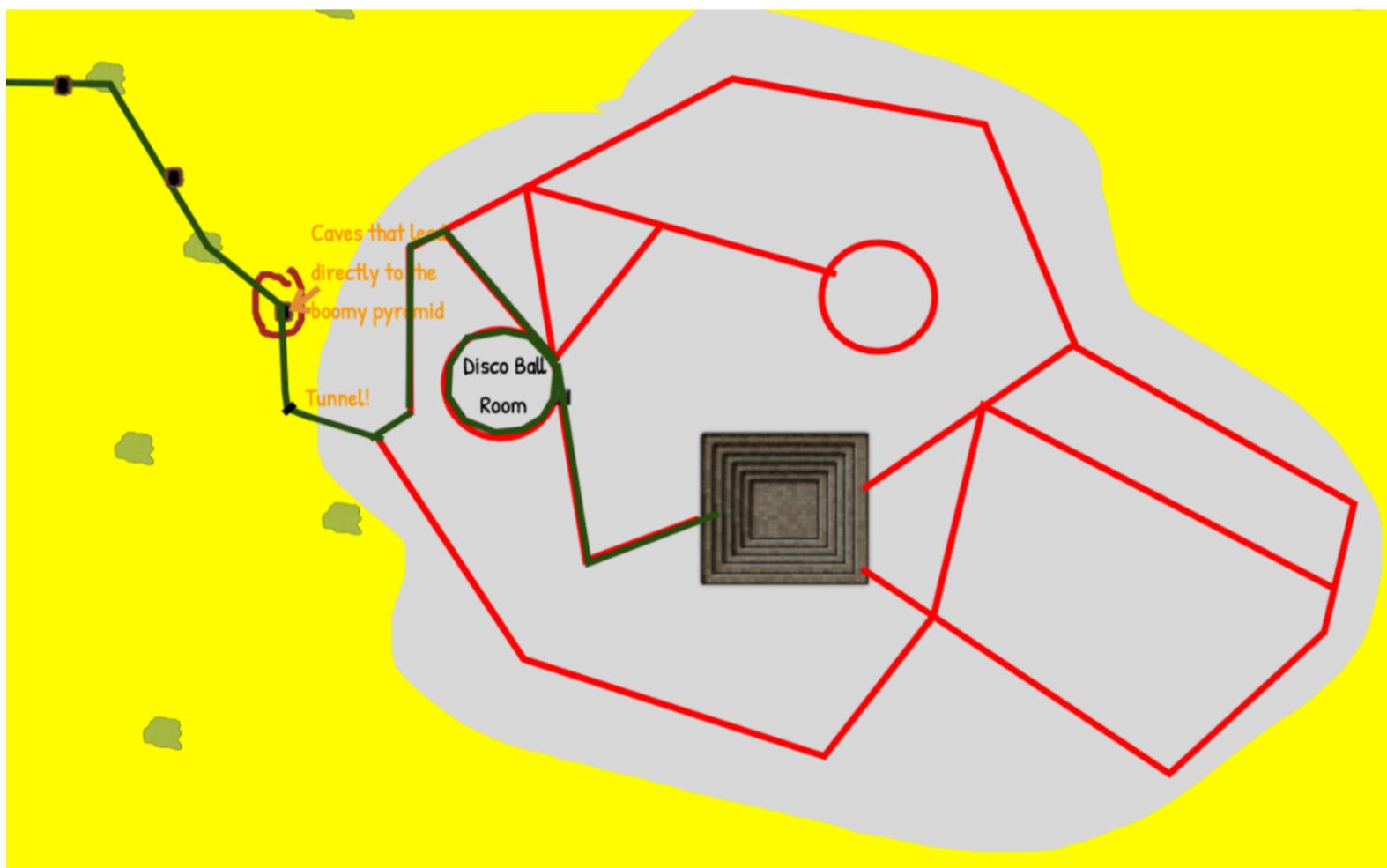
I ready a glow stone in my left hand, and my cutlass in my right. William's arrows hit their marks, but there are a dozen, too many for one bowman to stop. It looks like we'll be overwhelmed, and I'm too slow to run away, so I use magic to throw a wall up. This wipes

me out, so I down a vial of part. The wall, as intended, creates a choke point: the scorpions can only come through one at a time. Diego throws some alchemist fire; that and some arrows and swords kill enough that the rest think better of it.

1 cp (0 cp for Wulkrund because I was too late)

[Friday, May 8, 2020]

SESSION 3.3



SCORPION VENOM

William helps me harvest 3 doses of Scorpion stinger venom. Then, we sleep for the night, but some nonsense costs us each 1 FP due to bad sleep.

MORE TUNNELS

We take tunnels that we believe will take us to the pyramid. Williams rounds a corner, and finds himself 20 yards away from a scorpion nest! Some are big (SM0); some are quite big (SM2)

IN THE PYRAMID?

Diego almost falls into a pit trap at the front door. This place is full of traps. In the first room, Diego ends up trapped in a blue force cube.

WATER ROOM

In the next room, there is a pit of essential water. There is a staff sticking out of the middle of the pool of water. Mama touches it and ends up engulfed in a water monster!

4 cp (can spend any amount on skill we know)

[Friday, May 15, 2020]

SESSION 3.4

WATER MONSTER ATTACKS

It grabs the staff that Mogana was going for and engulfs her as well. Attacks against the monster do only minor injury, but eventually Jack blasts the gem at the top of the monster's staff with his musket. There is a blinding flash that magical blast (-7 HP all around). Several healing potions and Morgana healing spells later, we feel good enough to continue.

EAST HALLWAY

Diego and William can't wait. William gets the west door of the water room open and Diego runs through a hail of needle traps. He's paralyzed. I give him my Universal Antidote potion.

THE CUBBY THAT POISONED JACK

I find some tables with chaotic writing on them. Jack says it's some kind of servant/binding spell.

2ND LEVEL

The stars at the end of the east hallway out of the Water Room lead up to the 2nd level. The hallway leads to a small room that connects 4 hallways: N, S, E, W. The room has spike traps, which William maps out.

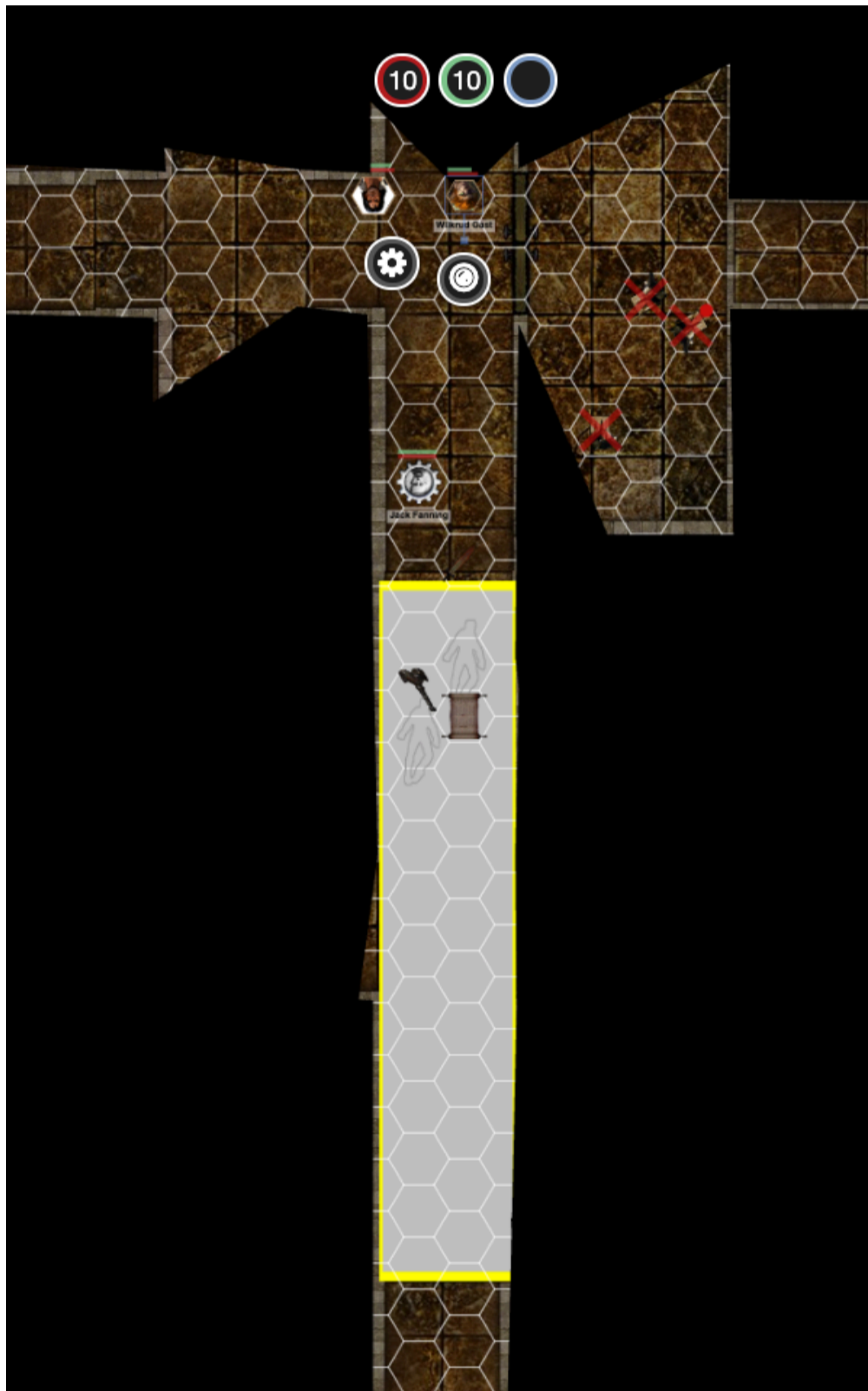
3 Pink Demons come and throw rocks at us, but Diego scares them away.

We head a short way down the East hall and there are two nice looking statues. William checks one out and gets bear hugged by it. It takes some effort, but we manage to destroy it before it kills William.

1 cp (can spend any amount on skill we know)

[Friday, May 22, 2020]

SESSION 3.5



While I'm resting hyperactive Diego continues down the hall to the east and starts going on about some bodies; a sword, a mace, and tablet; a white tile; some dust. The sword, at least, looks magic to me. Morgana says that part of the hallway is cursed.

We decide to check out a nearby door to the east. It's not trapped, but locked; I pic the lock. Diego opens the door and waltzes right in.

4 OBSIDIAN ANUBIS'S WITH QUARTERSTAFFS

They cast fire magic and hammer at us with quarterstaves. Morgana, Diego, and I all take significant injury. Mom's healing keeps William and Diego in the fight. When it's all over, we drink at least half a dozen potions to get everybody healed back up.

While Morgana and I are resting, Diego and William explore eastward down a hallway. 40 minutes later I'm fresh as a daisy and check some hole Diego found in a wall. I don't find any traps, but I'm suspicious. I tell Diego to wait; I'm thinking about a Lockmaster spell – Diego pulls some kind of plunge out of the hole. Two spears fly through the air: Diego dodges; I take mine squarely in the back, and it's poisoned. I drink potions and Morgana heals me as fast as the poison tries to kill me.

We spend the night in the hallway.

A NIGHT IN THE HALLWAY

The next morning, Morgana fixes me up. There are some mummies in a room next door. The door is locked and no one is interested in dealing with them. We go back and check out that cursed area. Diego can't help himself and quickly reaches in to grab the magic sword. His hand ages decades and it's riddled with arthritis, but he gets the sword.

It is at this point that I recall a rarely used spell I know: teleportation. Diego is not pleased; neither am I, but his being in such a hurry all the time did just get me skewered by a poison spear. I get the magic mace and tablet out. Jack can read the tablet; it says "What you seek is at the pyramid's peak.", or something to that effect.

[Sunday, January 16, 2022]

SESSION 4.1

Frigia



Filligia is the local elder.

About half way up the pass, we kills 6 six wolves and 1 werewolf, but Franco is severely wounded. There is a crystal jem about the size of an egg instead of a heart for the werewolf. Their hides are nice; their claws are razor sharp. We hide all this stuff so come collectors can find it.



We get to a point where I climb and set a rope for everybody. It all goes off without a hitch.

We eventually come across two trolls, one has a staff. They have 5 of those fancy wolves with them.

[Sunday, January 23, 2022]

SESSION 4.2

THE TROLL CAVE

In the **Troll cave**, I deftly notice and defeat several traps and locked doors. Then we run into three **wolves**. We take care of them, but unfortunately, there was a bit of loud howling.

Troll Cave, Camp Fire Room



Three wolves dispatched.

I hear breathing in the next room. The door is unlocked.

Franco leaps in and is attacked by two **Trolls** waiting to ambush us on the other side of the door. **Franco** cuts its head, arms, and legs off. The other **Troll** lasts a bit longer, in part because a **Wilson** accidentally produced a thick cloud of sulfurous smoke when trying to cast a spell.

Troll Cave, Bridge Room



Two Trolls dispatched

There is a green glow from below as we cross the bridge.

In the next room we find **two chests: weapons, other gear, polished green ore, alchemist fire x2**. We found all **the other collector's stuff**.

For my troubles, I made off with an **Ironskin Amulet** (+3 DR, DF1:30).

10 cp

[Sunday, January 23, 2022]

SESSION 4.2

BACK TO THE TROLL CAVE

These **green crystals** will serve the **Havens** well.



There is a **pool** of water that seems to hold on to **Franco** when he steps into the **pool**. There is some **enchanted symbol** at the bottom of the **pool**, and beneath that even more magic.

I climb across the south wall, over the **pool**, setting a **rope** for the other collectors.

On the other side, there are some webs. A small 2' "**spant**" springs from the webbing as **William** is trying to burn the passage out with magic fire. **Franco** slays it, then moves into the next room where another **spant** lands on him from the ceiling! He kills it, but now there are now four 6' **spants** coming after us! It is a bit of a brouhaha, and I end up hitting **Fanco** with a crossbow bolt.



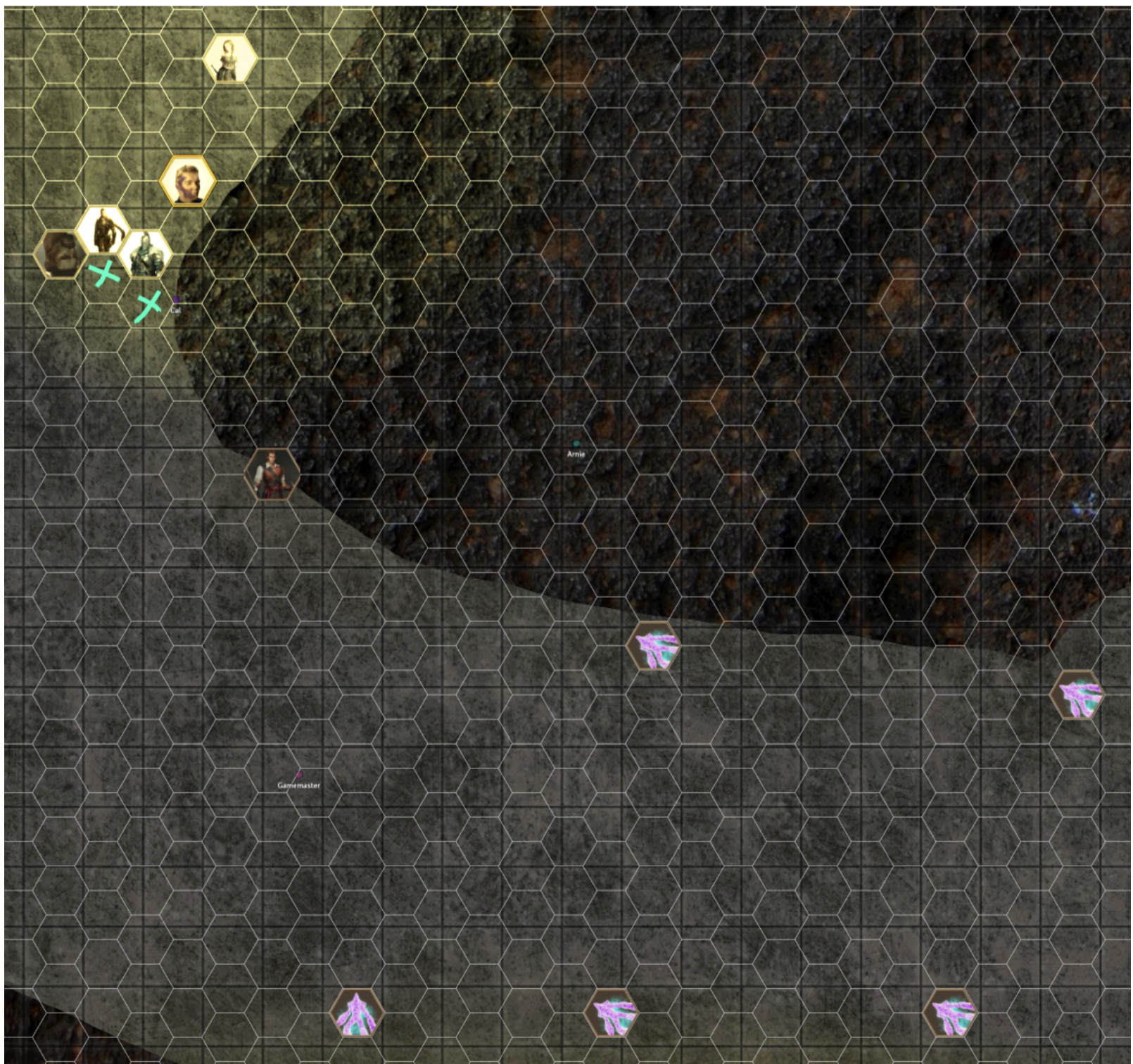
We rest for 30 minutes.

I cast on Dark Vision on myself (use my new **power stone**) and crawl down the **2nd from the North spant tube**; they've about 2' wide. I find an ice-blue **lair** of some kind of **wingless lizard**, it's about 4 yards long. There's one in the middle and others scattered about—7 of them; most sleeping—all lazing. They look like kimono dragons. There is a **giant green crystal**! There are burnt out husks for stone buildings. It's cold, there is ice on the ground. The air is painfully cold here. There are three exits in the far sides of this geode room, they lead into lava tubes.

Wilson uses **alchemist fire** to clear out the rest of the webs and little **spants** that are left. He finds a **magic staff** in the process.



This level seem cleared out. Down the **lava tube** by the **bridge** seems the next logical step. We take the tube going East for about 10 minutes. We come across 5 **crystal golems** digging some **big red crystals** out of the walls. **Franco**, who snuck ahead, said



there was some kind of **metal box** inside the **red crystal**. Unfortunately, he stumbled in the dark and fell o his face on the way to tell us.

Spent: 1 bolt: Powerstone 25 → 9